

Appl. No. 10/052,068
Amdt. Dated 11/12/2004
Reply to Office Action of 8/12/2004

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

12. (Currently Amended) A method for generating fur comprising:
producing a plurality of hairs representative of a coat of fur;
modifying at least one area of hair to provide a visual effect to the area of hair in response to an external influence, comprising for ~~each~~ an area[[:]];
identifying a hair of a plurality of hairs of the area as a [center] clump-center hair,
identifying an area size,
~~indicating at least one clump area parameter~~ parameters including clump-density, clump-size, and clump-percent,
determining hairs of the plurality of hairs that are within the area as clump area hairs, the area located according to the [center] clump-center hair and area size, [[and]]
orienting the clump area hairs according to ~~at least one area parameter~~ the clump area parameters including clump-density, clump-size, and clump-percent, and
dynamically varying the clump area parameters including clump-density, clump-size, and clump-percent to make the fur appear increasingly wet and to provide a variety of dry-to-wet fur appearances.

13-64. (Canceled)

65. (New) The method as set forth in claim 12, wherein the clump area parameters including clump-density, clump-size, and clump-percent are dynamically varied to provide animated clumping effects.

66. (New) The method as set forth in claim 12, wherein orienting the clump area hairs according to clump-percent comprises adjusting a tip of each clump hair to be closer to the tip of the clump-center hair, the amount of closeness corresponding to the clump-percent.

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67. (New) The method as set forth in claim 12, wherein the clump area parameters further comprise a clump-rate, wherein orienting the clump area hairs according to the clump-rate comprises adjusting each clump hair to be attracted to the clump-center hair, the degree of attraction corresponding to the clump-rate.

68. (New) A computer readable medium containing executable instructions which, when executed in a processing system, cause the system to perform a method for generating fur comprising:

- producing a plurality of hairs representative of a coat of fur;
- modifying at least one area of hair to provide a visual effect to the area of hair in response to an external influence, comprising for an area:
 - identifying a hair of a plurality of hairs of the area as a clump-center hair,
 - identifying an area size,
 - indicating clump area parameters including clump-density, clump-size, and clump-percent,
 - determining hairs of the plurality of hairs that are within the area as clump area hairs, the area located according to the clump-center hair and area size,
 - orienting the clump area hairs according to the clump area parameters including clump-density, clump-size, and clump-percent, and
 - dynamically varying the clump area parameters including clump-density, clump-size, and clump-percent to make the fur appear increasingly wet and to provide a variety of dry-to-wet fur appearances.

69. (New) The computer readable medium as set forth in claim 68, wherein the clump area parameters including clump-density, clump-size, and clump-percent are dynamically varied to provide animated clumping effects.

70. (New) The computer readable medium as set forth in claim 68, wherein orienting the clump area hairs according to clump-percent comprises adjusting a tip of each clump hair to be closer to the tip of the clump-center hair, the amount of closeness corresponding to the clump-percent.

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71. (New) The computer readable medium as set forth in claim 68, wherein the clump area parameters further comprise a clump-rate, wherein orienting the clump area hairs according to the clump-rate comprises adjusting each clump hair to be attracted to the clump-center hair, the degree of attraction corresponding to the clump-rate

72. (New) A system to implement a method for generating fur comprising:
a memory configured to share data representative of a plurality of hairs representative of a coat of fur; and
a processor coupled to the memory and configured to modify at least one area of hair to provide a visual effect to the area of hair in response to an external influence, comprising for an area:
identifying a hair of a plurality of hairs of the area as a clump-center hair,
identifying an area size,
indicating clump area parameters including clump-density, clump-size, and clump-percent,
determining hairs of the plurality of hairs that are within the area as clump area hairs, the area located according to the clump-center hair and area size,
orienting the clump area hairs according to the clump area parameters including clump-density, clump-size, and clump-percent, and
dynamically varying the clump area parameters including clump-density, clump-size, and clump-percent to make the fur appear increasingly wet and to provide a variety of dry-to-wet fur appearances.

73. (New) The system as set forth in claim 72, wherein the clump area parameters including clump-density, clump-size, and clump-percent are dynamically varied to provide animated clumping effects.

74. (New) The system as set forth in claim 72, wherein orienting the clump area hairs according to clump-percent comprises adjusting a tip of each clump hair to be closer to the tip of the clump-center hair, the amount of closeness corresponding to the clump-percent.

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75. (New) The system as set forth in claim 72, wherein the clump area parameters further comprise a clump-rate, wherein orienting the clump area hairs according to the clump-rate comprises adjusting each clump hair to be attracted to the clump-center hair, the degree of attraction corresponding to the clump-rate.